

## **Installation**

### Requirements

- Vita game Title ID: PCSG00330 + game update version 1.01.
- Hacked Vita (Enso/h-encore 3.60/3.65/3.74).
- rePatch plugin (installed on the Vita and verified working) (dots-tb rePatch reDux0 does not work on 3.74, use SonicMastr/rePatch-reLoaded on Vita higher than 3.65).
- NoNpDrm plugin (installed on the Vita and verified working).
- reF00d v1.1/0syscall6.
- VitaShell.
- FTP program (Winscp recommended, for decrypted file dumping).
- This English patch.

### How to patch decrypted Vita files (PC)

#### Video Reference.

#### Preparation:

- Install the Game on your Vita or insert the cart and also install the game update v1.01.
- Test the game if it's working fine.
- Extract the English patch archive to a folder. ex: "TLRD-BE\_patcher\_v1.05".

Next you need to decrypt your game, choose which decryption method best suits you:

- Decrypting the game via VitaShell is slower but easier.
  - Decrypting the game via psvpfsparser is faster but may not always work depending on your system setup.
  - Check the Additional notes for more info on troubleshooting on some common psvpfsparser error.
  - If you have problems decrypting your game using VitaShell, use psvpfsparser instead or vice versa.
- If you choose to decrypt the game via VitaShell:

- Using VitaShell browse gro0:app/ (if cart) or ux0:app/ (if a PSN game).
  - Highlight the PCSG00330 folder and press Triangle > then select Open decrypted, then Press Select and connect Via FTP.
  - Using your favorite FTP application on the PC, browse gro0:app/ (if cart) ux0:app/ (if a PSN game).
  - Copy PCSG00330 folder to the PC (TLRD-BE\_patcher\_v1.05\decrypted\_backup folder) and rename it to PCSG00330\_base.
  - Browse ux0:patch/ on your Vita again using VitaShell.
  - Highlight the PCSG00330 folder and press Triangle > then select Open decrypted again on FTP application on the PC, browse ux0:patch/.
  - Copy PCSG00330 folder to the PC (TLRD-BE\_patcher\_v1.05\decrypted\_backup folder) and rename it to PCSG00330\_update.
- If you choose to decrypting the game via psvpfsparser:
- Using VitaShell, enable USB/FTP connection by pressing [SELECT].
  - Copy the [PCSG00330] inside the ux0:app/ (if a PSN game) or gro0:app/ (if cart) and copy it to the PC [TLRD-BE\_patcher\_v1.05\encrypted\_backup\app\] folder).
  - Copy the [PCSG00330] inside the ux0:patch/ and copy it to the PC [TLRD-BE\_patcher\_v1.05\encrypted\_backup\patch\] folder).
  - (Optional) copy the [nonpdrom] inside the ux0: partition and copy it to the PC [TLRD-BE\_patcher\_v1.05\encrypted\_backup\].
  - Run [1. Decrypt\_game\_asset.bat] follow its instruction and wait for it to finish decrypting the files.
  - When decrypting is done, there should be a [decrypted\_backup] folder created.
- Patching decrypted asset:

- Run [2. Apply\_ENG\_patch\_v1.05\_to\_decrypted\_asset.bat].
- Follow its instruction, and wait for it to finish patching.  
Install the patch on Vita
- Using VitaShell copy the [repatch] folder inside the [Copy\_rePatch\_folder\_to\_VITA\_ux0] folder to the ux0: partition of your Vita via USB or FTP.
- (Be sure you have NoNpDrm and rePatch plugin (v3.0) installed and work properly on other games.)
- Run the game.  
Note: Alternatively, you can just copy it directly to your micro-SD card if you are using an SD2Vita card or USB/HDD if you are using a Vita TV.

Install the patch on Vita3k (PC)

- Install the game and game update according to Vita3k instruction and test if the game is working fine and exit the game.
- On the game selection screen, right click the game and select Open Folder > Application.
- Copy all the contents inside the \Copy\_rePatch\_folder\_to\_VITA\_ux0\rePatch\PCSG00330\ to the folder by your Vita 3k Emulator, in example C:\Users\yourPCUsername\AppData\Roaming\Vita3K\Vita3K\ux0\app\PCSG00330
- Run the game.

#### **User guide**

Additional Notes:

- Use VitaCheat sparingly or disable it after a dungeon run.
- VitaCheat can cause screen flickering when enabling Max combo cheat
- VitaCheat may cause a permanent issue to your save file, like being unable to activate event points on chapter 12 if you kill the enemy with an instant kill cheat.
- VitaCheat may also cause you to be unable to activate

some challenge mission and will carry over to your save and won't reset until you make a new one.

- A crash is most likely to occur on stages 20-25 when you kill many enemies on screen in a short period (ex. 50 enemies in 5 sec) with cheats with or without the English patch. Killing enemies without instant kill does not trigger the crash.
- You can play as Riko after finishing the game by stepping in the teleporter and pressing SELECT upon entering the dungeon.
- The game auto-saves after an event or exiting a dungeon. This is the only way to save the game.
- This game and English patch is working on Vita3k.